

# week::one

## Introduction

### Welcome to Introduction to Computer Graphics – GD121, section C

- Syllabus
- Calendar
- Course Web site: [fac.aii.edu/~ph381/gd121c/](http://fac.aii.edu/~ph381/gd121c/)

## Lab Overview

### Hardware

- PowerMac G4s
- Laser printers
- Scanners
- Zip drives & CD Burners

### Software

- Illustrator 10
- Photoshop 7
- QuarkXPress 5
- Others...

### Operating System and Servers

- Mac OS X 10.2.8
  - The Command (Apple), Option and Control keys
- Data Drive

## Copyrighted Works Usage

### Proper Use

- You *can* use copyrighted artwork for class projects as long as you *don't* claim it as your original artwork.
- Give credit where credit it due.
- Beware of using other people's artwork in potential Portfolio projects.

## Fonts

### Types

- Type One (PostScript)
  - Require both bitmap and outline versions
- TrueType
  - Only require one file
  - Are cross-platform (kind of)
- OpenType
  - Truly cross-platform
  - Support a wider range of glyphs

## File Management

### File Storage

- Zip discs (100, 250 or 750 megs)
- CD-RW drives (640-700 megs)
- USB Keychain drives (32 –256 megs)
- Internet
- Network (Data drive)
- iPod or other external FireWire hard drive (gigabytes)

### Backups

- Home computer
- Online
- CD-R/CD-RW/DVD-R
- No Excuses—Backup! Backup! Backup!

## Vector and Raster Artwork

<i>Type</i>	<b>Vector Artwork</b>	<b>Raster Artwork</b>
<i>Also called</i>	Object-oriented	Bitmap
<i>Artwork Type Strengths</i>	Sharp, smooth, typographic	Soft, "painterly", photographic
<i>Composed of</i>	Mathematically-defined, separate, distinct objects	Square pixels
<i>Output Quality</i>	Image independent: can print perfectly at any size	Image Dependent: Can print smaller but not larger
<i>File Size</i>	Generally small, regardless of printed size	Generally big: The bigger the print size, the larger the file size; The smaller the print size, the smaller the file.
<i>Conversion</i>	Vector can be converted into Raster (easy to do) Raster can be converted into Vector (not very easy to do)	

## Graphic Design Software Overview

<i>Category</i>	<b>Illustration</b>	<b>Photo Editing</b>	<b>Page Layout</b>
<i>What We're Learning</i>	Adobe Illustrator 10	Adobe Photoshop 7	QuarkXPress 6
<i>Competing Applications</i>	Marcomedia Freehand MX	None to speak of	Adobe InDesign CS
<i>Primary Native Image Type</i>	Vector	Raster	Vector
<i>Page Handling</i>	Single	Single	Multiple
<i>Can Import...</i>	Vector and Raster		
<i>Commonly Exported As...</i>	Encapsulated PostScript (EPS)	TIFF	None
<i>Most Common Output Method</i>	Export for use in other applications; Print	Export for use in other applications; Print	Print

# Introduction to Illustrator

## History

### Overview

- Work area
- Tools
  - Tear-off tools
  - Keyboard shortcuts
  - Hover tool tips
- Menus
- Palettes
  - Customization
  - Use the Tab key to show/hide all tools and palettes

### Views

- Modes
  - Preview
  - Outline
    - Command-Y toggles between views
- Navigation
  - Navigator Palette
  - Hand Tool
    - H, or Spacebar to temporarily switch to it
  - Zoom Tool (Z)
    - Command-Space to zoom in
    - Command-Option-Space to zoom out
  - Zoom Shortcuts
    - Zoom In: Command-+
    - Zoom Out: Command--
    - Fit in Window: Command-0
  - Actual Size: Command-1

### Drawing Basics

- Fill and Stroke
- Curved or Straight lines
- Open or closed paths

### Drawing Tools

- Geometric Objects
  - Rectangle (with or without rounder corners)
  - Oval
  - Polygon
- Line Segments
- Pencil tool
- Pen tool and Bézier curves
  - Difficult to master, important to learn
- Colors